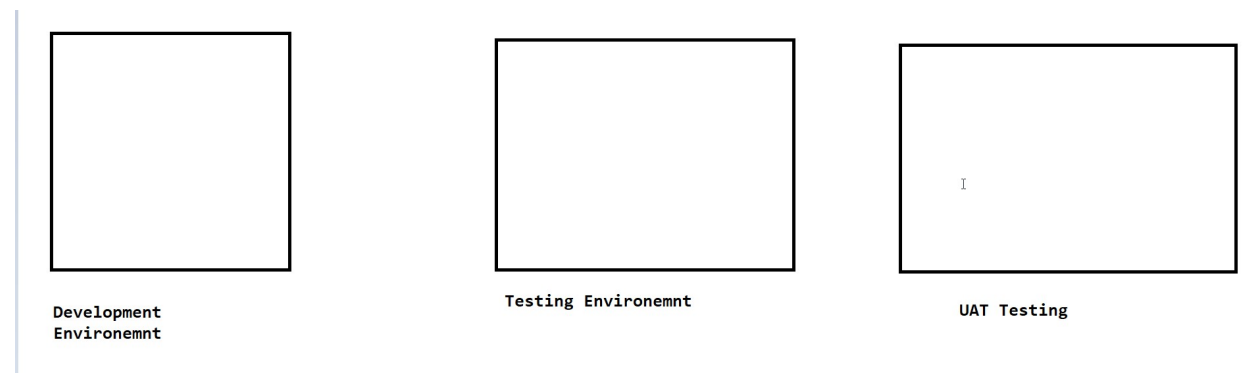


Functional Testing/ Functionality Testing:-

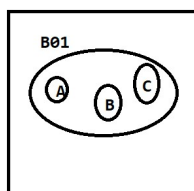
#. Testing each and every "component" throughly is called as functonality Testing or Component Testing.

Component Means:- Textbox, Radio Button, Button, Check Box, links/Hyperlinks, Dropdown ,Label and Text Area.



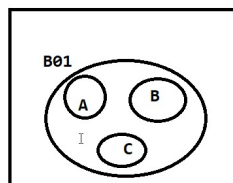
Paste the contents of the Clipboard.

Whenever Development Engineer (DE) developed a module and inform to the TL then TL (Test Lead) will make sure that the New Build from the Development Environment should be present in testing Environment.



Development Environment

DL DE1 DE2



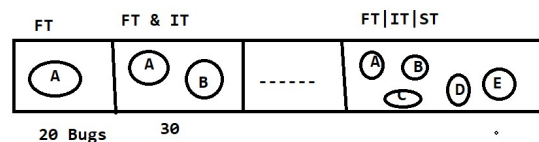
Testing Environment

TL,TE1,TE2...

#. TE will find a bug and report it.At that time DE will developing a 2nd Module.

#. After that the DL will create B02 Build and inform to the Test Lead(TL).

#. If the application consist of 30-40 bugs Major/Minor bugs then it is a beautiful application.



Release:-

#. Starting from requirement gathering ,Developing the application , Testing it for many cycles and launching it into the production is called as "1st Release".

Build:-

#. The Program written are compiled and create its binary and these binaries are compressed and the compressed file is called as Build.

Patch:-

#. Patch is the small software that contains Modified Program , Modified program means addition of the module, deletion of module, modification of module.

Q. Why do we find bugs in old module?

- #. Adding one new module might introduce a bug/defect in another module.
- #. Fixing of one bug might introduce bug in another module.
- #. Chances are there that we might have miss the bug in the previous cycle.

ReTesting:-

#. Whenever the developer fixed a bug, tester will test the bug fix is called Re-Testing.

#. Tester close the Bug if it worked otherwise re-open and send to the developer.

#. To Ensure that the defect which were found and posted in the earlier build were fixed or not in the current build .

Example:-

#. Build B01 was released, Test Team found some defect (Defect id- CRM-101)and raised/posted.

#. Build B02 was released , Testing Team test the defect Defect id-CRM-101 in the build is Retesting.

Regression Testing:-

#. Testing Conducts on Modified Build to make sure that there will not be impact on existing functionality because of the changes like adding/deleting/modifying the feature.

#. Testing the main feature and remaining part of the application.

#. Example:-

#. Development Team has done changes in the many module , Then we perform the Regression Testing.

Smoke Testing and Sanity Testing:-

Smoke Testing:-

- #. Smoke Testing is done to make sure that the build we received from the development team is testable/stable or not.
- #. Smoke Testing is performed by both developers and Testers.
- #. Smoke Testing ,Build may be either stable or Unstable.
- #. It is a part of basic Testing.
- #. Usually it is done every time when there is a new build release.
- #. It is also called as Build Verification Testing

Sanity Testing:-

- #. Sanity Testing is done during the release phase to check for the main functionalities of the application without going deeper.
- #. Sanity Testing is performed by the Testing Team alone.
- #. It is performed on the stable builds.
- #. It is a part of regression Testing.
- #. It is planned when there is no enough time to do the In Depth testing.

Agile Model / Agile Methodology / Agile Process

#. Agile is an Iterative and Incremental Approach.

Agile Principles:-

- #. Customer No need to wait for a long time.
- #. We develop,Test and release piece of software to the customer with few number of features.
- #. We can accept/ accomodate requirement changes.
- #. There will be good communication between Customer,Business Analyst. Developer and Tester.

Advantages:-

- #. Customer No need to wait for a long time.
- #. It is very easy model to adapt.
- #. Release will be very fast.
- #. Requirement changes are allowed in any stage of development (or) we can accomodate requirement changes in the middle of the development.

Disadvantages:-

- #. Less Focous on design and Documentaion since we deliver software very fast.

SCRUM:-

#. Scrum is a framework through which we build software Product by following Agile Principles.

#. Scrum includes group of people called Scrum Team .Normally Contains (8-12 members)

1. Product Owner
2. Scrum Master
3. Development Team
4. Testing Team.

1. PRODUCT OWNER

- #. Define the feature of the product.
- #. Prioritized features according to the market values.
- #. Adjust features and priorities in every iteration as need.

2. SCRUM MASTER

- #. The main role is facilitating and driving the agile process.

3. DEVELOPERS AND TESTERS

- #. Develop and Test the Software.

SCRUM TREMINOLOGY:-

1. USER STORY / STORY CARD/STORY

#. A feature/Module in a software.

2. EPIC

#. Collection of User Stories.

3. PRODUCT BACKLOG

#. Contains list of User Stories, Prepared by the Product Owner.

#. The requirement of Entire/Complete Application is called as Product Backlog.

4. SPRINT BACKLOG

#. The Prioritized set of requirements which will be developed in an upcoming sprint is called 'Sprint Backlog'.

5. SPRINT PLANNING MEETING

#. Sprint Planning meeting conducts with the team to define what can be delivered in the sprint and duration.

6. SPRINT/ITERATION

#. Period of time to complete the user stories ,decided by the product owner and team.

#. Usually 2-4 weeks of times.

7. SCRUM MEETING

#. Meeting Conducted by Scrum Master.(Everyday 15-30 mins) called as scrum call/stand up call/Daily Stand up call.

1. What you did yesterday.

2. What you will do Today.

3. Are there any issues/impedments you are facing?

8. STORY POINT

#. The Estimation of each and every module (No. of days taken to develop, No. of days taken to test) is called as StoryPoint.

#. Rough Estimation of user stories, will be given by Dev and Test Team.

#. 1 Story Point = 1 hours/1 day (6-7 hours)

9. IMPEDIMENT BACKLOG

#. As soon as a Test Engineer tells about an obstacle let the Scrum Master will prepare a document about the all the obstacles that is called as Impediments Backlog.

10. BURNDOWN CHART

#. Shows how much work remaining in the sprint.

#. Maintained by the Scrum Master.

11. RETROSPECTIVE MEETING.

#. In this meeting, the entire Scrum team meet and discuss the achievements and mistakes.

#. Mistakes

#. Good Practice that can be followed in next sprint. (Improvements)

SIT PHASE 1 : 01-JAN-2025 TO 15-FEB-2025

500 TEST CASES : 470 TC's Completed. (30 Test Cases)

We should match the Exit Criteria.

SIT PHASE 2 : 16-FEB-2025 TO 31-MARCH-2025

400+30 =430. :